

## **CLAIM AMENDMENTS**

The following listing of claims replaces all prior listings and versions of claims in this application.

1. (Currently Amended) A system configured to offer a wagering event to a player comprising:

a first game terminal comprising:

a display configured to display wagering event information to a first player;

a player interface configured to receive input from the first player;

a monetary interface or card interface configured to accept a wager from the first player;

a terminal interface having a switch configured to communicate with each of a plurality of gaming components housed within the first game terminal;

a second game terminal comprising:

a display configured to display wagering event information to a second player;

a player interface configured to receive input from the second player;

a monetary interface or card interface configured to accept a wager from the second player;

a terminal interface having a switch configured to communicate with each of a plurality of gaming components housed within the second game terminal;

a memory configured to store machine readable game code;

an audio interface having a first channel configured to communicate with the first game terminal and a second channel configured to communicate with the second game terminal; and

a ~~single~~ central processor remote from the first game terminal and the second game terminal and configured to access the memory to execute the machine readable game code to concurrently offer a game to the first player at the first game terminal and the second player at the second game terminal,

the first and second game terminals relying on and sharing the central and remote processor to execute the machine readable game code, and lacking a processor within each of the terminals.

~~wherein the single processor transmits a communication signal to at least one switch, and wherein each switch selectively routes the communication signal to at least one of the plurality of gaming components.~~

2. (Original) The system of claim 1, wherein a display comprises a flat panel touch screen display.

3. (Original) The system of claim 2, wherein the flat panel touch screen is configured as the player interface.

4. (Canceled)

5. (Original) The system of claim 4, wherein the processor is part of a control module that communicates with the first game terminal and the second game terminal via a network connection.

6. (Original) The system of claim 1, wherein the processor is part of a control module and the control module communicates with the first game terminal and the second game terminal utilizing a universal serial bus connection.

7. (Currently Amended) A gaming system configured to simultaneously offer a first wagering event to a first player and a second wagering event to a second player comprising:

a control module having a single processor for controlling the system and configured to execute software code, the software code configured to generate the first and second wagering events;

two or more game terminals operated by the single processor of the control module for controlling the system and configured to concurrently present the wagering events generated by the single processor for controlling the system, the first wagering event to a first player and the second wagering event to a second player, the two or more game terminals configured to communicate with the control module through at least one communication interface, each of the two or more game terminals having a switch configured to communicate with a plurality of gaming components housed within each of the two or more game terminals;

at least one communication interface connected to the control module, the at least one communication interface configured to send data to and receive data from a first game terminal and a second game terminal to thereby concurrently provide the first wagering event to a first player and a second wagering event to a second player; and

an audio interface having a plurality of channels configured to communicate with the two or more terminals,

wherein the single processor transmits a signal to the switch, and wherein the switch selectively routes the signal to at least one of the plurality of gaming components.

8. (Original) The gaming system of claim 7, wherein the communication interface comprises a network interface card.

9. (Original) The gaming system of claim 7, wherein at least one of the game terminals comprises a display configured to present a wagering event to a player, a player interface configured to receive input from a player in response to the wagering event, and a wager acceptor consisting of a wager acceptor selected from the group consisting of a coin acceptor, bill acceptor, and card reader.

10. (Original) The gaming system of claim 7, wherein the control module comprises a processor, a memory, one or more video adapters and one or more audio interfaces.

11. (Original) The gaming system of claim 7, wherein at least one of the game terminals comprises a video adapter.

12. (Original) The gaming system of claim 7, wherein the control module and at least one of the game terminals communicate using an Ethernet communication protocol.

13. (Original) The gaming system of claim 7, wherein the game terminals are configured as and operate as remotely located player interfaces without use of a network communication protocol.

14. (Original) The gaming system of claim 7, wherein the two or more gaming terminals comprise a first gaming terminal and a second gaming terminal and the first gaming terminal is contained within the same housing as the second game terminal.

15. (Currently Amended) A method for utilizing and sharing a processor to control two or more game terminals and present two or more games to two or more players:

providing a single shared processor configured to read and execute game code stored on a memory;

executing the game code with the single shared processor to generate a first wagering event;

executing the game code with the single shared processor to generate a second wagering event;

sending the first wagering event to a first game terminal for presentation to a first player;

sending the second wagering event to a second game terminal for presentation to a second player;

selectively routing, at a switch, the first wagering event to at least one of a plurality of gaming components at the first game terminal;

selectively routing, at a switch, the second wagering event to at least one of a plurality of gaming components at the second game terminal;

transmitting an audio signal from an audio interface having a plurality of channels, each of the plurality of channels configured to communicate with each of the two or more game terminals;

receiving, at the control module input from the first player at the first game terminal in response to the first wagering event; and

receiving, at the control module, player input from the second game terminal in response to the second wagering event; wherein the first player may be participating in the first wagering event and the second player may be participating in the second wagering event at the same time.

16. (Original) The method of claim 15, further comprising receiving network input from a control module network to which the control module is connected via a network interface card.

17. (Original) The method of claim 15, wherein the processor multi-tasks between the first wagering event and the second wagering event to thereby present the first wagering event and the second wagering event at the same time.

18. (Original) The method of claim 15, wherein the control module comprises a personal computer and each game terminal comprises a display and a player interface.

19. (Original) The method of claim 15, wherein sending comprises sending video signals and audio signals.

20. (Previously Presented) The method of claim 15, wherein the control module is configured to simultaneously generate and send wagering events to more than two game terminals.